



# **Tiny Epic**

## **Role-Playing Game**

# **Player's Guide**

Designed and Illustrated by Todd Lyles



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# Introduction

Welcome to Tiny Epic! Tiny Epic is a Fantasy Role-Playing game that uses illustrated cards and 6-sided dice. The cards are used to create characters and manage resources during the game. In just a few seconds, you can create unique fantasy characters ideal for one-shot adventures, short convention games, or to introduce newcomers to role-playing.

## What is a Role-Playing game?

A role-playing game (RPG) is collaborative storytelling. Players inhabit the roles of heroes in an imaginary setting and play through a narrative together. One participant takes on the role of the gamemaster (GM). The GM develops and runs the storyline these characters inhabit. While each player acts out the role of his or her character, the GM plays the role of *Everything Else* - the environment, friends, strangers, and enemies. When there is some question about what should happen, the rules of the game provide a framework to come to a resolution. Most tabletop RPGs use dice for this purpose, and Tiny Epic is no exception.

You may also require pizza.

Let's get to it.



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# Creating Characters



## Step 1: Choose your Avatar

Avatar cards each have a large five-pointed star on their backs. Begin creating a character by drawing 3 Avatar cards at random—pick 1 Avatar card to keep. The card you choose will determine your character's race (i.e., Human, High Elf, etc.), base Stats, Traits, and Powers. There are male and female illustrations for each Avatar. Though their base Stats are the same, their Powers may be very different.

*GM: "Okay everyone, I've dealt each of you 3 Avatar cards. This card represents your character's race and basic abilities. Choose the one you like the best and pass the other 2 cards back to me."*

*Barry: "Oh..yeah. Do I have to play a woman? These are all women. I'm not very good at that."*

*Ann: "I second that."*

*GM (to Ann): "What, are all of yours male?"*

*Ann: "No, Barry would have no idea how to role-play a woman."*

GM: "No worries, the picture on the card has no bearing on the gender you choose to play."

Chuck: "Can I assume high numbers are good?"

GM: "In every instance. A 5 or better is particularly good."

Ann: "All of my Avatars say they're Small. I hate being Small."

GM: "You'll find size doesn't come up that much. But if you hate your *WHOLE* hand, I'll make this deal with you: turn them all in, and I'll deal you a new set of 3 cards."

## Step 2: Choose your Profession

Profession cards have a large gear on their backs. Draw 3 Profession cards at random—select 1 Profession card to keep. The card you choose represents what your character is known for—his or her career. Each Profession gives a bonus to its Primary Stat, suggests the equipment your character might be carrying, and adds more Powers.

GM: "Okay, now that everyone has an Avatar, let's move on to Professions. This is what your character has trained to do. Same deal as last time. I've dealt each of you 3 Professions. Pick your favorite, hand the others back to me."

Chuck: "No fair, Barry's are cooler than mine!"

Barry: "No peeking."

GM: "Try not to. Character introductions will be a lot more fun if everything is revealed all at once."

Ann: "Shouldn't we collaborate, though?"

GM: "Eh, I wouldn't worry about it. These things tend to balance out. Play what you like."

Chuck (sorting through his choices): "Well...I'll be playing an uber-god that can kick Barry's butt."

Barry: "I thought you said mine were better than yours."

Chuck: "I started reading the fine print, my friend..."

## Step 3: Choose your Legend

Legend cards have a large lightning bolt on their backs. Draw 3 Legend cards at random—then select 1 Legend card to keep. Some Legends like **Lord in Exile** are *Birthrights*, benefits of your lineage. **Spymaster** is an example of a *Mastery* card, the result of specialization and experience. Other cards describe magical knowledge or the results of special events. In each case, the Legend in question is your character's *PERSONAL* legend, a special background that makes him truly unique.

Ann (Looking at her cards): "What the heck?"

Chuck (Looking at his cards): "Wow."

GM: "You know the drill. I've dealt you 3 cards, and you pick 1. The difference is, these cards represent your background and history. For example, there might be a card that says you belong to a certain School of Magic..."

Ann: "One of mine says 'Birthright' in the corner."

GM: "And so others, like Ann's, mean she's *REALLY* weird, like maybe a Half-Dragon or something. Whatever it is, it's a function of her heritage."

Barry: "I wish I'd known these were going to come up when I picked my Profession!"

Chuck: "You and me both."

Ann: "I didn't *ASK* to be *BORN* a Half-Dragon!"



## Step 4: Introductions

Going around the table (or its equivalent), each player introduces and describes his or her character, both to one another and the Gamemaster. All Legend cards have Relations listed at the bottom. Use these suggestions to work with the players sitting to the right and left of you to determine how and where your characters met, and the nature of their friendship.

*GM: "Now we start to open things up a bit. You've picked your Legend cards. Use the suggested Relations at the bottom of that card to work out the details of how you know each other."*

*Barry: "Alright, Ann, I've picked 'Dragon Fist'. I'm a martial arts master."*

*Chuck: "Aren't you a Sorcerer?"*

*Barry: "I am many things! Anyway, Ann, mine points to you and says 'Believes you're Reckless!'"*

*Ann: "I can see why. I chose 'Half-Clockwork' and it points to you and tells me you 'Financed my reconstruction after the incident.' Which was clearly YOUR fault!"*

*Barry: "Oh I get it - I did something that nearly got you killed, and to repay you I had you re-built. But you're better now! More awesome!"*

*Ann (Fake Sobbing): "I'm a monster!"*

*Barry: "Okay Chuck, it points to you and says, 'Has asked to learn your technique.' I always knew you were envious."*

*Chuck: "I picked 'Lord in Exile' and it points to you and says...'Allied with a Rival House'. Why would I ask my rival to learn something?"*

*Ann: "Awk-ward."*

*GM: "You ARE in Exile, remember? You need all the allies you can find."*

*Barry: "Maybe the Dragon Fist technique is something my whole family knows, and it's how we overthrew you. As we've already established, I'm apparently reckless, so I don't have any problems teaching an enemy a family secret...I'm a rebel!"*

*Chuck: "I like it."*

*GM: "Okay, Chuck - Ann - you guys need to work out the relations between the two of you, and then we'll be ready to go!"*

## Step 5: Round of Introductions

Going around the table (or its equivalent), each player introduces and describes his or her character, both to one another and the Gamemaster. You're ready to adventure!

*GM: "Ready? All sorted? We're going to do a round of introductions. Let's start with Chuck. Chuck, introduce yourself in character, tell us who you are."*

*Chuck: "Oh, right. Greetings everyone, I am Arthur, Druid-Lord of House Wolfan. Our fair lands were overrun by our enemies and now I seek allies to...to reclaim House Wolfan."*



GM: "You're human?"

Chuck: "Yes, a Noble Human...Druid...Lord in Exile."

Barry: "A druid?? Oh, Great..!"

Chuck: "YOU! Your family is the cause of all this!"

Ann: "Break it up, break it up. I'm Edwina, Ranger of the borderlands. I may be short of stature, but no one knows their way through the wild better than I do!"

Chuck: "So you're a..."

Ann: "Halfling...Half-Clockwork...Ranger."

Chuck: "I guess Barry's character got a half-price deal when he re-built you, heh."

Ann (Narrows eyes): "I thought we agreed you needed FRIENDS, Druid."

Chuck: "Allies. Allies are not necessarily friends."

Barry: "Well met, I am Nelunus, Dragon Sorcerer of the Shadowy Depths. I have come to aid you in this dark hour."

Ann: "...Nice. I almost believe it."

GM: "Just to make sure, Barry, I've got you down as a Deep Dwarf Sorcerer with Dragon Fist."

Barry: "That is correct. Someone has to get this lot out of trouble."

Chuck: "INTO it is more likely."



# Reading the Cards

**CHA (Charisma)** - Deception, Discerning Motives, Intimidation, Leadership, Persuasion, Protocol

**INT (Intellect)** - Craft, Decipher Runes, Languages, Magic Attacks, Perception, Survival

**AGI (Agility)** - Acrobatics, Lockpicking, Ranged Attacks, Sleight of Hand, Stealth

**STR (Strength)** - Climbing, Jumping, Melee Attacks, Running, Swimming

**Superior Sense**- Umbra vision allows a character to see in total darkness (see Superior Senses)

**Anytime Power** - Powers listed above the Bolt Bar can be used as often as needed; Passive Powers are always on

**AVATAR**

**Traits**- Situations in which your Avatar excels; if you think your character is performing a Feat where a Trait is relevant, let the GM know. If the GM agrees, each relevant trait is good for a bonus die

**Heroic Power**- Powers listed below the Bolt Bar can only be used ONCE before Rest is required to replenish them—use tokens to mark Powers that have been used

**CHA 1**  
**INT 6**  
**AGI 3**  
**STR 6**

**Deep Dwarf** Small Humanoid

**You can never be TOO curious.**

★ *Attacking the Darkness, Finding Hidden Things, Looking Suspicious*

⚙️ **Voices in the Dark (Passive Talent)** The voices in your head give you +1 bonus die when using Magic Powers.

⚡

⚙️ **Doorway through Shadow (Heroic Magic)** Teleport from one shadow to another nearby shadow - "feeling" your way to the exact shadow desired is an INT Feat, but this Power always works.

Illustration - "Neluna" by Todd Lyles  
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**Gear**- this symbol indicates this Power is *utilitarian* in nature

Stat Bonus- When a card shows a bonus to a Stat along the right-hand side, it's applied to the Avatar's base Stat—in this case raising INT from 6 to 8

Another Superior Sense- Mage Sense allows a character to detect magic. Superior Senses stack, so this character has both Umbra and Mage Senses

Gear Bag- Examples of equipment this character is likely to have on hand

Shield- this symbol indicates this Power is defensive in nature



Another Stat Bonus- Raising STR from 6 to 7

Crossed Swords- this symbol indicates this Power is offensive in nature

Relations- are ways your character and the other player characters—seated to your left and right at the game table—might relate to one another

## PROFESSION

## LEGEND



## Stats

Tiny Epic uses 4 main Stats - Charisma (CHA), Intellect (INT), Agility (AGI), and Strength (STR) - to describe your character's basic abilities. These are indicated on the Avatar card along the upper left-hand side. A Stat of 5 or better is good. As Professions or Legends are combined with an Avatar, they add bonuses to the 4 Stats. When the rules ask for a character's Stat, *they always assume you are using the total value from all face-up cards.*

- **Charisma (CHA):** Persuasiveness, leadership, and understanding of social situations. CHA Specialties: *Deception, Discern Motive, Intimidation, Leadership, Performance, Persuasion, Protocol.*
- **Intellect (INT):** Reason, perception, and knowledge of things mundane and arcane. Often used to command magical powers. INT Specialties: *Craft, Decipher Runes, Languages, Magic Attacks, Perception, Survival.*
- **Agility (AGI):** Physical coordination, quickness, and marksmanship. AGI Specialties: *Acrobatics, Lockpicking, Ranged Attacks, Sleight of Hand, Stealth.*
- **Strength (STR):** Strength, endurance, and athletic ability. Good for fighting hand-to-hand. STR Specialties: *Climbing, Jumping, Melee Attacks, Running, Swimming.*

## How are Stats used?

Stats are used in two ways. The first way is just a straightforward measurement of how good your character is as a range of related activities. Based on the number alone, the GM may let your character successfully perform relevant Actions (Player: "Do I know if this berry is poisonous? I've got an INT of 10." GM: "Not only is it VERY poisonous, it's worth a lot of gold to the Assassins' Guild.")

The second way to use a Stat is to determine Success or Failure when an Action is being taken where the outcome is deemed important. This is also known as a *Performing a Feat* (see "*How the Dice are Used*").

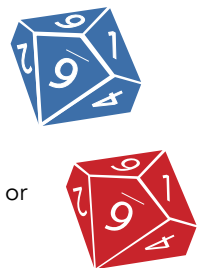
## Use X for Y?

Some Powers allow your character to switch Stats under certain circumstances (or all the time!). For example, a Power might allow her to use Agility instead of Strength when making Melee Attacks. As long as you see the phrase "may use," you have complete control over which Stat is used.

## Derived Stats (a/k/a Defenses)

Two Stats aren't shown on the cards: *Willpower (WP)* and *Defensive Power (DP)*. Because they change during gameplay, use some spare larger-sided dice (d10s, perhaps) or tokens (pennies, beads, etc.) to keep track of your character's current totals.

- **Willpower (WP):** The difficulty to wound or otherwise affect your character with Psychic Powers. Sometimes used as currency to extend or *push* your character's abilities. Derived from CHA or INT (your choice). Unless otherwise noted, if your WP is reduced to 0 or less, you suffer a Wound. WP is refreshed with Rest.
- **Defensive Power (DP):** The difficulty to wound your character physically. Sometimes used as currency to take temporary advantage in battle. Derived from AGI or STR (your choice). Unless otherwise noted, if your DP is reduced to 0 or less, you suffer a Wound. DP is automatically refreshed to max at the end of a battle.



## Traits

You'll find Traits next to the symbol of a Star on your Avatar card. If your character is in a situation where a Trait might apply, she receives a Bonus Die when performing related Feats. It's possible more than one Trait could be applicable, resulting in multiple Bonus Dice (see "*How the Dice are Used*").

With more than a couple of players, it's tricky for the GM to remember everyone's Traits. It's the player's responsibility to bring them up and ask - but the GM has the final word on whether a Trait is applicable.

*Barry: "So Traits give you these little bonuses, right? Help me with these, I've got...Attacking the Darkness, Finding Hidden Things, and Looking Suspicious."*

*GM: "Yes?"*

*Barry: "Well I'm good with 'Finding Hidden Things,' but what about the other two? How is 'Looking Suspicious' helpful?"*

*GM: "I guess we'll find out, won't we? You're naturally suspicious-looking. So say you were in a situation where you WANTED to make someone nervous - say, as a distraction."*

*Chuck: "It's definitely working."*

*Barry: "Silence, Druid! What about 'Attacking the Darkness'?"*

*GM: "What does that say to you?"*

*Barry: "Leaping without looking? Maybe I'm a little crazy?"*

*GM: "Exactly. So when you're in a situation where you think it might apply, bring it up!"*

## Powers

The bulk of every Tiny Epic card is dedicated to Powers, special bonuses or Actions your character has access to. A symbol of Crossed Swords, a Shield, or a Gear is depicted next to each Power, indicating whether the Power is generally intended for Attack, Defense/Healing, or Utilitarian use. There are three kinds of Powers: Passive, Active, and Heroic. In addition, each Power is tagged as either a Talent, Skill, or Magic.

- **Passive Powers** are always on. They do not require an Action to use—as long as the situation a Passive Power applies to is present, it is in effect. Passive Powers work in concert with other Actions and Powers. Read them carefully—depending on the character you've drawn, Passive Powers could be a huge deal!
- **Active Powers** are themselves Actions. In other words, your character can't use an Active Power while using another Active Power.
- **Heroic Powers** (always listed below the "Bolt Bar") are special Active Powers that can only be used once before they are expended. (Use tokens to keep track of which Heroics you've already used.) To Recharge Heroic Powers, your character needs to Rest.
- Powers may be described as **Instant**. This means they can be used at any time, interrupting other Actions.

*Chuck: "Yes! I scored 6 Successes!"*

*GM: "Arthur hurls a thunderbolt at the hulking lizard-creature and lights it up - it disintegrates!"*

*Barry & Ann: "Nice!"*

*GM: "The other two lizard-creatures close in-"*

*Chuck: "Hold on, wait - Inspiring Example!"*

*GM: "Yes?"*

Chuck: "My Noble's Heroic Power. Inspiring Example. It says here that as a reaction -"

GM: "Right, you instantly grant your allies bonus dice equal to the Successes you just rolled. Awesome!"

Chuck: "So, Barry, Ann, the very next thing you try to do, you get 6 bonus dice."

GM: "Good thing too! The lizard-creatures are looking pretty hungry..."

Some Powers are available to all characters, regardless of which cards they're dealt. See *Appendix C, "Standard Powers."*

## Character Relationships

Each Legend card suggests ways your character and his allies may relate to one another. This backstory may have nothing to do with the adventure your GM plans to run (or will it?), but it gives you and your fellow players framework to begin role-playing right out of the starting gate. All Relations are optional.

If you can convince the GM that a specific Relation is relevant to an a Feat your character is performing, he or she may grant you a bonus die (see "*How the Dice are Used*").



# How the Dice are Used

## Feats

A Feat is any distinct use of a Stat to do something deemed Important. Making breakfast isn't a Feat, but making breakfast for the Queen is. When the rules say, "AGI Feat," or "Roll AGI" this is shorthand for, "Roll a number of six-sided dice equal to your character's Agility Stat." These dice are called your *dice pool*. What are you looking for? Count any die that shows a result of 4 or better as a *Success*. The more Successes you get, the better the outcome.



The illustration on the right shows the result of rolling 6 dice. Note that 3 of those dice show 4 or better. If this were your roll, you would say "I scored 3 Successes."

Let's say your character needed to leap over a yawning pit. Your GM asked you for a "Strength Feat". You take a number of dice equal to STR and roll, counting any die that shows a 4 or better:

*GM: "Nelunus, you hear the cultists closing in on your position."*

*Barry: "I can't take them ALL on. Okay, I'm going to try to jump the pit."*

*GM: "Roll your Strength."*

*Barry: "As a Deep Dwarf...I have a 6 Strength, +1 for Dragon Fist. Hey, can I use Attacking the Darkness for this?"*

*GM: "Oh, the Trait? Sure."*

*Barry: "Here goes nothing..." (Rolls 8 dice.)*

Outcome	GM Might Respond	Explanation
<b>Failed</b> (0 Successes)	"You attempt to leap over the pit, but you end up in mid-air over the abyss - you plummet to your doom!"	Whatever it is your character was trying to do, it failed completely. If the stakes were high, this could be very bad indeed...
<b>Mortal</b> (1-2 Successes)	"You leap over the pit, slamming into the far side, your arms over the edge, scrambling to find purchase in the rock. You are sliding away to your doom! What do you do?"	Under normal circumstances this is a fine outcome, but it won't cut it if your character is up to anything heroic or dangerous. Maybe a friend can jump in and bail you out? You DO have friends?
<b>Noteworthy</b> (3 Successes)	"You leap over the pit safely, pausing to catch your breath."	For any risky activity, this outcome is needed. Your character achieves your stated aim, avoids harm, and/or advances her quest accordingly!
<b>Legendary</b> (5+ Successes)	"You leap over the pit effortlessly and quickly take stock of your new surroundings. As a result, the cultists waiting on the far side fail to surprise you!"	Your character not only accomplished her desired goals, but she have positioned herself for future success. The GM may grant a +2 to your next related Action (or some equivalent boon).



**Another Example:**

*GM: "Arthur, as you enter the tavern, a drunken swordswoman accosts you. 'You! You have the nerve to come back here? This ends, now!' She has clearly mistaken you for someone else, but she's pulling her sword. What do you do?"*

*Chuck: "'Hello there, my lady - I don't mean any trouble, but surely you're mistaken?' I'm just trying to talk her down. I've got a Charisma of 6, +1 for Lord in Exile...and the 'Earning Respect' Trait."*

Outcome	GM Might Respond
<p><b>Failed</b> (0 Successes)</p>	<p>"'Oh, it's you all right,' she says, 'and I'll never forget what you did to my poor brother!'" She yanks her sword out so fast she has Surprise on you!</p>
<p><b>Mortal</b> (1-2 Successes)</p>	<p>"'Oh, it's you all right,' she says, 'and I'll never forget what you did to my poor brother!'" She shoves you back and draws her sword, staring at you with murderous glee.</p>
<p><b>Noteworthy</b> (3-4 Successes)</p>	<p>"'Wait..what? You're not Roderick?' she staggers backward, putting away her sword. She adds, 'Sorry. I need to lay down.'"</p>
<p><b>Legendary</b> (5+ Successes)</p>	<p>"'My apologies, you are correct, sir! Ha!' She sheathes her sword. 'Be glad you are not he! Here, let me buy you and your friends a round! Say, are you the ones searching for the sunken temple? I might know where it is...'"</p>

**Epic Feats**

Powers will designate certain activities as *Epic* (e.g., "INT Feats involving Noticing details are Epic"). An Epic Feat means is shorthand for "add 2 bonus Successes to the result of your roll." This is usually enough to shift outcomes.

Pay attention to how each Power is written with regard to Epic Feats. Some Powers are very specific about what is Epic (e.g. "when attacking with a hammer") while others are quite general (e.g., "all Melee attacks"). If a given activity is doubly Epic (or more!), add additional Successes as necessary.

*Ann (to GM): "I'm searching for tracks on the ground - can I tell which way the goblins went?"*

*Chuck: "That was days ago, let's go ask -"*

*GM (to Ann): "Roll your Intellect."*

*Ann: "Nice, I scored 3 Successes, but since I'm a Ranger, all this outdoorsy stuff is Epic for me."*



GM: "That's right, so add 2 Successes, for 5 total. That's a *Legendary* result. Edwina crouches down, gears whirring, carefully scrutinizing the ground. At one point she puts her ear to it. Edwina, you know the goblins headed to the east. AND there were 30 of them."

Ann (to Chuck): "'Lord' Arthur, our quarry headed eastward. I trust you wish to lead us to gallantly in that direction?"

Chuck: "Yes, of course. Uh..well done!"

**Designer's Note:** this is a rule change from 1.0. Originally an Epic Feat generated *double* successes. There are two reasons for the change: (1) to make it easier for a GM to plan challenging adventures, and (2) to guarantee characters with Epic abilities *but small dice pools* a predictable outcome.

## Opposed Feats

Feats assume a lot in order to expedite the game. But in some cases—games of chance, wrestling over a knife, resisting magical domination, etc.—an *Opposed Feat* is more interesting and dramatic. In an Opposed Feat, your character and his adversary are pitted against one another directly—the party with the most Successes is deemed to be victorious. Both parties are not necessarily using the same Stat. While arm-wrestling would be STR vs STR, sneaking past a guard would be AGI vs INT.



# How Fights Work

Combat Scenes are broken up into *Rounds* which last around 6 seconds or so. During each Round, your character receives a *Turn to Move* and/or *Act* (in either order).

## Move.

Your character can routinely move up to 2 *Areas* per Turn. You may Move additional *Areas* by spending 1 DP per *Area*, up to your total. If you cross Hazardous Terrain (e.g., ice), you *must* spend 1 DP per *Area* crossed. If you leave/cross an *Area* occupied by enemies, you *must* spend 1 DP. If your character runs out of DP while moving, he suffers a *Wound* and his Movement ends.



## Act.

Your character may choose from a number of possible Actions, including: *Aid*, *Attack*, *Defend Others*, *Full Defense*, and *Use Power*.

### Aid.

Your character may assist an ally in your *Area* who is suffering from a *Setback* (See *Setbacks*).

### Attack.

Roll dice appropriate to the type of Attack: STR for Melee, AGI for Ranged, INT (sometimes CHA) for Magic. If you score Successes equal or greater to your target's DP, the result is a Hit and the target suffers a *Wound*. If you score less than the target's DP, but at least one die shows a 6, the result is a *Scratch* and the target's DP is reduced by 1. If you roll fewer Successes than your target's DP and no sixes at all, than the result is a clean Miss.

Concerning Scratches: *Only one 6 is necessary to call an Attack a Scratch*. Multiple sixes are not normally advantageous unless the target has some form of resistance that allows it to ignore Successes in an attack (e.g., Half-Clockwork). Bonus Successes are counted as sixes for determining a Scratch.

- **Ranged and Magic Attacks** allow your character to inflict harm at a distance, but the GM may assess penalties for Range, Visibility, and Cover. For each one of these factors in play, your character will lose 2 dice from her attack. In addition, if she is using non-Heroic Ranged or Magic Attacks while under direct threat (i.e., in Melee) you must spend 1 DP per attack.
- **Psychic Attacks** target WP instead of DP. They are usually Magic in nature and thus follow the same pattern for resolving Magic Attacks.
- **Area Attacks** target all creatures in an *Area* with a single attack roll. Read the description of the attack carefully; if it states it targets "enemies" then there is no danger of inflicting harm on one's allies.

### Defend Others.

Your character may spend a Turn **Defending Others** in the same *Area*. If they are attacked, your character's DP is used instead of theirs to determine the effects of that attack. Your character cannot Defend Others against a Psychic Attack unless it is delivered through physical means; in those rare cases WP is used.

### **Full Defense.**

Your character may take a Turn to go on Full Defense to refresh DP. Roll dice equal to your character's normal DP maximum, and recover 1 point for each Success scored.

### **Use Power.**

If an Active Power is an Attack, then it's already covered by the Attack rules above. Otherwise, assume it requires some concentration and at least 1 Turn to use.

## **Example.**

If you want your character to do something that isn't listed above, describe what you want him to do, and - more importantly - what your *intent* is. The GM will come up with a way to model that action using the rules.

GM: "You're scouting ahead when you come around the corner and into a squad of goblins."

Chuck: "Oh, great. I hate these guys. Alright, I'm already shape changed into a wolf thanks to my Druid Beast Shape ability. I'm assuming I get the +2 dice in Melee because of claws and stuff, right?"

GM: "Yes. Your Strength is 3, and you get +2 from Beast Shape. So 5 dice in Melee."

Chuck: "What about 'Making a Stand' - my Noble ability. It says I can add Charisma to Melee Attacks when fighting alone."

GM (Thinks for a second): "Sure. Add your Charisma."

Barry: "That's awesome!"

Chuck: "My Charisma is 7. So that puts me at 12 dice."

All: "Nice!"

Chuck (Rolls mound of dice): "5 Successes."

GM: "Okay, that's plenty for a goblin. Their Defensive Power is 2. You rip one to shreds. 29 remain."

Chuck: (Gulp)

GM: "So the squad attacks as one unit, rolling 2 dice."

Chuck: "Really? Just 2? Whew!"

GM: "Yes. Only so many of them can get at you at once, first of all. If Edwina and Nelunus were with you, though, they would be attacked as well - it's an area attack." (Rolls Dice) "Obviously they're not going to beat your current DP of 3 with only 2 dice, but they *did* roll a Scratch."

Chuck: "A scratch?"

Ann: "That means your DP was just lowered by 1 point. They didn't hurt you, but you're more vulnerable."

Chuck: "I see. So I can probably take one out each Turn, but it's only a matter of time before they wear me down. This isn't good." (Thinks) "Hey, can I intimidate them?"

GM: "How?"

Chuck: "Well, the way I see it, I just came around the corner and basically swallowed one of their guys whole. Intimidation is like a Charisma thing, right? And I've got Charisma in spades. I'll just bare my blood-soaked teeth at them and howl menacingly. I want to scare them off. Plus it will let Edwina and Nelunus know where I am."

GM: "Okay, roll your Charisma."

Chuck: (Rolling) "Boom! 5 Successes again!"

GM: "That's enough to scare the goblins off, definitely! They run away in terror."

Chuck: "Hmm. Probably to get reinforcements, eh?"

GM: "Oh, you can count on it. There's a giant wolf out there!"

## Advantages

### Invisibility

Being **Invisible** means you can't be seen through normal, Gloom, Starlight, or Umbra vision. If you become Invisible in combat, your DP is immediately refreshed. Enemies suffer a -2 penalty to hit you assuming you're making any kind of noise at all. This state lasts until you call attention to yourself by manipulating the environment (e.g., opening doors, picking things up), making loud noises, or attacking a creature. In the last case your attack is a *Surprise* and benefits from +2 Successes.

### Intangibility

Being **Intangible** means you are immune to any attack that targets DP unless it specifies it can target intangible creatures. You can pass through physical barriers and walk "on air" over pits. The Power which conveys intangibility (i.e., the Monk's *Body Control* ability) will specify its duration.

### Surprise

If your target is unaware of your attack - or otherwise unprepared - it is treated as a *Surprise*. Add 2 Successes to the results.



## Setbacks

A Setback is a set of penalties that come about because of special circumstances, such as Blindness, Charm, or being Poisoned. As soon as a Setback is inflicted, a character can attempt to **Clear** it by scoring 3 Successes with the appropriate Feat. If a character can't Clear the Setback, one of his or her allies may be able to provide Aid on a later Turn.

- **Immediate** Setbacks are resolved as they occur. A character either Clears the Setback or doesn't, and its full effects are felt. Knockback is an example of an Immediate Setback.
- **Persistent** Setbacks last indefinitely; a character receives one initial attempt to Clear it. He or she may receive another attempt to Clear if the GM decides the Situation has Changed in some significant way. Charm is an example of a Persistent Setback.
- **Timed** Setbacks are the most common. A character's attempt to Clear the Setback deducts from its duration. If the duration is reduced to 0, the Setback is negated entirely. Poison is an example of a Timed Setback.
- **Potent** Setbacks are Immediate, Persistent, or Timed Setbacks that require 5 Successes to Clear.

**Blinded** (Timed, Clear with STR, Aid with INT)

-2 to all Actions requiring Sight. Attackers have Surprise against the Blinded creature.

**Charmed** (Persistent, Clear with INT, Aid with CHA)

The Charming creature's CHA Feats against the Charmed creature are Epic. The Charmed creature will use Defend Others to protect its new "friend" but won't necessarily attack allies.

**Confused** (Timed, Clear with INT, Aid with CHA)

The Confused creature's Actions are randomized as follows (roll once per Turn): 1 Becomes afraid (Fear), 2-3 Attacks nearest Creature, 4-5 Babbles Incoherently (-1 WP), 6 Unresponsive.

**Dazed** (Timed, Clear with INT, Aid with INT)

Skill and Magic Powers cannot be used.

**Disarmed** (Timed, Clear with AGI, Aid by giving the creature a weapon)

Assumes the creature's weapon - or a suitable replacement - is nearby. See Unarmed for penalties.

**Dominated** (Persistent, Clear with INT, Aid with CHA)

The Dominated creature's Actions are determined by the Dominating creature, on its Turn. The Dominated creature can be made to Attack, answer Yes/No questions, or forget recent events. The creature will use its Anytime Powers in the service of its new master, but not its Heroic Powers.

**Fear** (Timed, Clear with INT, Aid with CHA)

-2 to all Actions except fleeing in haste. If unable to escape the source of its Fear, the creature loses 1 WP instead.

**Frozen** (Timed, Clear with INT, Aid with INT)

Magically prevented from moving. Only Actions entirely Psychic in nature are permitted. Attacks against the creature have Surprise. The creature must calculate its DP from STR.

**Grappled** (Persistent, Clear with Opposed STR Feat, Aid by attacking Grappler)

The creature cannot Move except where its Grappler takes it. -2 to any Action not entirely Psychic in nature. Attacks against the creature have Surprise, and its DP must be calculated from STR.



**Incapacitated** (Persistent, Aid by Healing)

The creature is on the verge of death and can take no Action. Incapacitated creatures die in 1d6 Turns if left alone.

**Knockback** (Immediate, Clear with STR)

The creature is knocked into an adjacent Area and loses 2 DP.

**Poisoned** (Timed, Clear with STR, Aid with INT)

The creature loses 1d6 DP per Turn until Wounded, then a Wound each Turn after that the Poison persists, until Incapacitated.



**Restrained** (Persistent, Clear with STR/AGI)

Tied up, in chains, or otherwise entangled. The creature can Move a few feet per Turn. -2 to all Actions which aren't entirely Psychic in nature. Attackers have Surprise and the creature must calculate its DP from STR.

**Stunned** (Timed, Clear with STR, Aid with INT)

-2 to all Actions.

**Toad** (Persistent, Clear with INT, Aid with INT)

Transformed into a Tiny, harmless animal (not necessarily a toad) that can move 1 Area per Turn. **STATS:** AGI 7, STR 1. DP is Refreshed. Powers cannot be used in this form, unless the Power in question confers the ability to change shape (e.g., the Druid's "Beast Shape" Power).

**Unarmed** (Persistent, Clear when re-armed)

-2 to Melee Attacks, and each time the creature attacks an armed opponent it loses 1 DP. These penalties are negated if the creature is trained to fight Unarmed (e.g., a Monk).

# Wounds, Healing, and Rest

## Wounds

A creature is Wounded when his DP or WP is reduced to 0 or less. Until the Defense in question is refreshed, the creature will suffer another Wound automatically if an attack targets it.

When a character is Wounded, the player must choose a card to flip over to represent the wound. Once all of the character's cards are flipped over, he is *Incapacitated*. As long as a character suffers from a Wound, he cannot use any of the Powers (or other bonuses) listed on the card he flipped over. If the player opts to flip his Avatar card, his character's base Stats are all equal to 1.

In the example below, Nelunus has suffered a Wound. His player opts to flip over Dragon Fist. As a result, his STR (and DP, in this case) drops to 6, and he can no longer use the Powers listed on the Dragon Fist card.



## Healing

If a Power states it heals a Wound, the player is allowed to pick a flipped-over card and return it to its face-up position. If a Power states that it "Fully Heals" a creature, it restores all Wounds, refreshes Defenses, and Clears any Setbacks that are not external in nature (e.g. Restrained).

## Rest

A "Rest" is defined as at least 5 hours of sound sleep. Rest refreshes Willpower (WP), Recharges Heroic Powers, and Heals 1 Wound. Some Heroic Powers state their effects last "until this Power is recharged" – you can always choose not to recharge a Power if the current state is preferable.

# Appendices

## Appendix A: Superior Senses

If one of your character's cards has the symbol of an eye in the lower left-hand corner of the illustration, he or she possesses a *Superior Sense*.

Special Sense Name	Details
<b>360-Vision (Sight)</b>	Effectively see in all directions. You cannot be Surprised if your enemy is visible.
<b>Far (Sight)</b>	See normally at great distances - all the way to the horizon. You do not suffer penalties due to extreme Range when making Ranged or Magic Attacks, though the GM may rule that a weapon's <i>effective</i> range has been exceeded.
<b>Gloom (Sight)</b>	See normally in lowlight conditions. Your character's eyes are reflective, like those of a nocturnal animal.
<b>Mage (Sense)</b>	Sense the presence and relative strength of magical auras. The more potent the magic, the further away it can be detected.
<b>Mind (Sense)</b>	Sense the presence of sentient humanoid creatures within INT Areas. With a <i>Perception</i> (INT) Feat, you can ascertain each mind's location and emotional state.
<b>Scent (Sense)</b>	+2 to Perception or Tracking (INT) Feats involving scent. Recognize the scent of any creature you have encountered previously, negating Surprise.
<b>Starlight (Sight)</b>	See clearly (better, even) in the dark as long as the stars or moon are out. Your character's eyes sparkle. The GM will grant a +1 bonus to Perception (INT) Feats when applicable.
<b>Umbra (Sight)</b>	See in complete darkness, though colors are desaturated. Your character's eyes glow white, red, or green.
<b>Tremor (Sense)</b>	Detect movement within INT Areas by ground vibration.
<b>True (Sight)</b>	Reveals Invisible things and penetrates illusions. If a creature has more than one form, it depicts its most "natural" form. It also reveals creatures just beyond the bounds of reality (spirits, etc.). True Sight requires light and can be thwarted by mundane disguises and concealment.

## Appendix B: Size

Size	Details	Squad Size	Move (per Turn)
<b>Minuscule</b>	Inches tall/long	100	1 Area
<b>Tiny</b>	1 foot tall/long	50	
<b>Small</b>	2-4 feet tall/long	30	2 Areas
<b>Medium</b>	5-7 feet tall/long	15	
<b>Large</b>	8-14 feet tall/long	8	4 Areas
<b>Giant</b>	15-29 feet tall/long	4	
<b>Massive</b>	30-59 feet tall/long		
<b>Colossal</b>	60+ feet tall/long	2	8 Areas

\* The first number represents the number of creatures of this Size that can "fit" in an Area - also known as Squad Size. The second number represents the breakpoint where those creatures are no longer considered a Squad, but Singles.

### Size Matters!

- When a creature makes a Melee attack against creatures 2 (or more) sizes smaller than it, the attack is considered an **Area Attack** with regard to the smaller creatures only (i.e., if a Mountain Dwarf attacks a swarm of 50 Tiny sprites, it's an Area attack against the sprites ONLY -even if a Dark Elf were also present in the same Area).
- Massive creatures can make Melee attacks against *adjacent* Areas. Colossal creatures have double that range (up to 2 Areas away)!
- If two creatures differ by 2 or more sizes, they do not threaten each other during Movement (i.e., creatures do not have to pay DP to cross occupied Areas).
- Massive and Colossal creatures may ignore single Areas of Hazardous Terrain (they step over it).
- Massive creatures ARE an Area, while Colossal creatures technically cover multiple Areas. When creatures of this size form Squads, they open themselves up to Area attacks that would normally only affect 1 Area.

## Appendix C: Standard Powers

The GM may allow heroes to use any of the following Powers in addition to those detailed by their cards.

### *All-Out Attack (Passive Talent)*

Spend 1 DP prior to launching a Melee Attack, and receive 1 Bonus Success.

### *Heroic Effort (Passive Talent)*

If less than 3 Successes are scored with a Heroic Power, Instantly spend 1 WP to score 3 Successes instead.

### *Last Shot (Passive Talent)*

A player can declare his character down to his "last arrow" (or last throwing knife, etc.) prior to making a Ranged Attack and receive 2 Bonus Successes. He cannot use Ranged Attacks for the remainder of the battle (unless an ally spends 1 Turn to provide him with more ammunition).

### *Overcome Adversity (Passive Talent)*

Spend 1 WP prior to attempting a Feat of any kind, and receive 1 Bonus Success.

## Appendix D: Adjustments to Cards in Light of Rules Changes

Because options in Combat have been simplified, the Anytime Powers of Forest Elves require some adjustment (in blue).

### *Running Shot (Passive Skill)*

In addition to your normal Attack, you may launch another Attack with a Ranged Weapon during your Move.

### *Fleet-Footed (Passive Talent)*

Receive an additional Move on your Turn. Cross Hazardous Terrain without penalty. Athletic (STR or AGI) Feats where speed is a factor are Epic.

